

Shaquille Georges

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Profile

Highly adaptable game developer skilled in developing applications, debugging code, and optimizing software performance. Outstanding ability to lead a team and provide clean code that is reusable and easy to interpret. Adept in balancing and prioritizing workload to contribute to best practices. Knowledgeable in software principles and Agile frameworks.

Technical Proficiencies

- C++
- C#
- JavaScript
- Unity
- Unreal Engine
- HTML/CSS

Education

University of Central Florida, Orlando, FL

Bachelor of Arts: Digital Media - Game Design

GPA: 3.2

Phi Theta Kappa, National Society of Leadership & Success

Honors And Activities

- National Society of Leadership & Success, [Orientation and Leadership Training Certificate](#), [Foundations of Leadership Certificate](#)
- Game Dev Knights – extra-curricular student group that met to develop small game projects
- Bayside Engineering Technology Academy (BETA)

Experience

University of Central Florida, Orlando, FL

2018-2020

Student: BA in Digital Media

- Added sounds, animations, and movement controls for an RPG project using Unity and C#.
- Created a third-person video game in a group project using Unreal Engine and C++.
- Collaborated in developing a 3D Platformer by creating attack patterns and health values for enemies using Unity and C#.
- Developed, debugged, and optimized software, strengthening troubleshooting and teamwork abilities.

Portfolio: shaquillegeorges.com

LinkedIn: [Shaquille Georges | LinkedIn](#)